



CONTRA

PRESENTED BY HAND-DRAWN GAME GUIDES





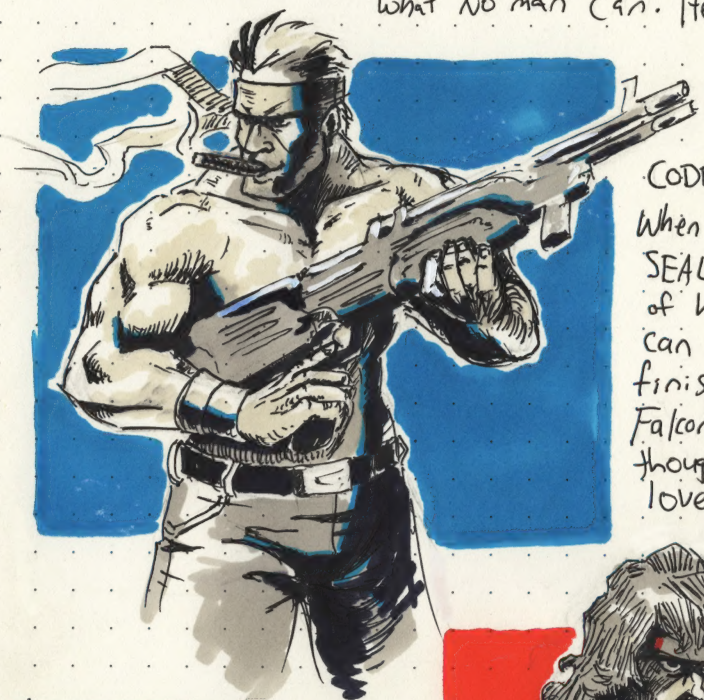
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- MISSION BRIEFING -

Contra. A team of the most Elite Commandos to have ever lived. Here to stop evil. Here to do what no man can. Here to be the best.



BILL RIZER

CODE NAME - MAD DOG

When this massive ex-Navy SEAL catches the scent of his prey, nothing can stop him from finishing the hunt. Red Falcon cries at the thought of him. Cigars love to be smoked by him.

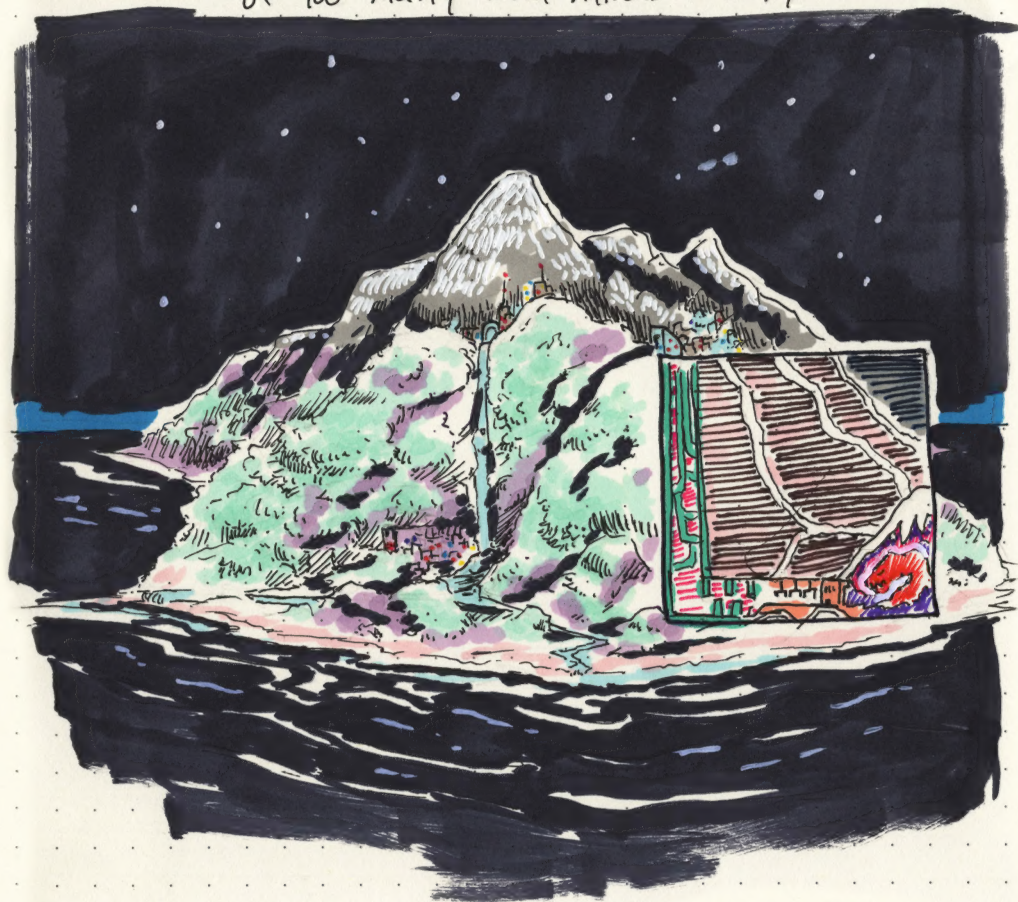
LANCE BEAN

CODE NAME - SCORPION

This patient, boulder of a man once stayed awake for 12 days, hidden on a stakeout to capture a wanted war criminal. When the criminal appeared, he didn't know what stung him.



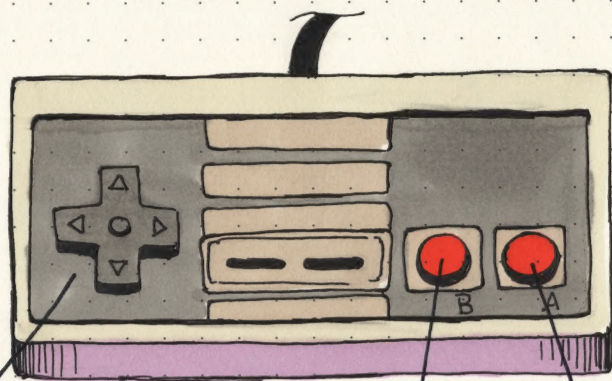
The Galuga. This archipelago has been the source of global turmoil for years thanks to its forced labor camps under the RED Falcon regime. It would ruffle the feathers of too many allied nations to simply invade.



Once word got out about alien forces potentially behind the madness, something had to be done. Enter Contra. Two men who will quietly & quickly dismantle Red Falcon once & for all.

At 0000 hours, Contra will be placed at the drop point at the Galuga coast. Despite the odds stacked against them, Mad Dog & Scorpion are positive it won't take more than 3 hours to neutralize the enemy. They'll probably do it in 2.

HOW TO PLAY



MOVE

- ◀ GO LEFT
- ▶ GO RIGHT
- ▲ AIM UP
- ▼ CROUCH DOWN

SHOOT

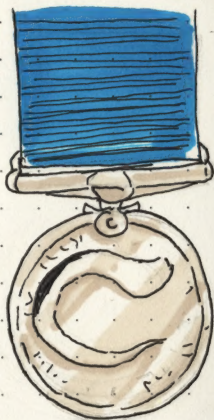
JUMP

CONTRAS CAN
Shoot While
doing any of
these actions

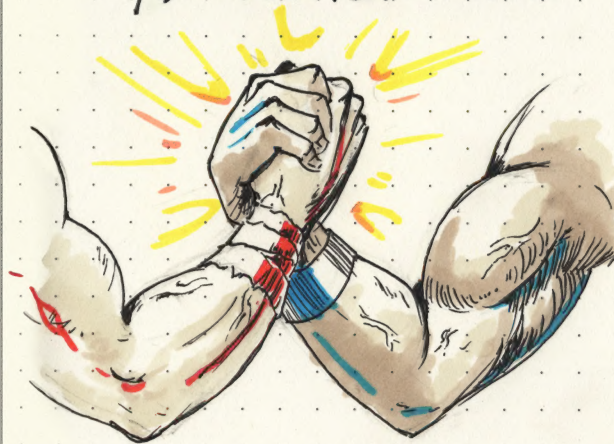
CONTRAS can also aim & shoot diagonally
by holding ◀▲, ◀▼, ▶▲, ▶▼ & B

LIVES

CONTRAS start
with 3 lives.
Lose them & it's
GAME OVER.
Earning points
will earn extra
lives.



TEAM UP FOR TWO PLAYER MODE



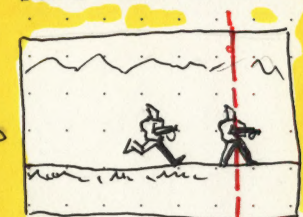
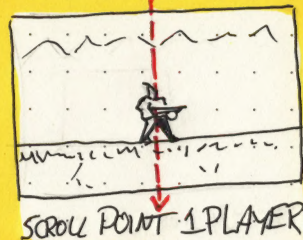
Two friends can
team up to fight
Red Falcon. It comes
with its own advantages
& disadvantages.

LIFE SHARING

Each Player starts with 3
lives; but they also share
lives. If a player runs
out of lives, they can borrow
lives from their partner by
pressing A & B together.
Sometimes your partner will
get mad when a life is
"stolen" but that just
means they're a bad
teammate.

SCREEN SCROLLING

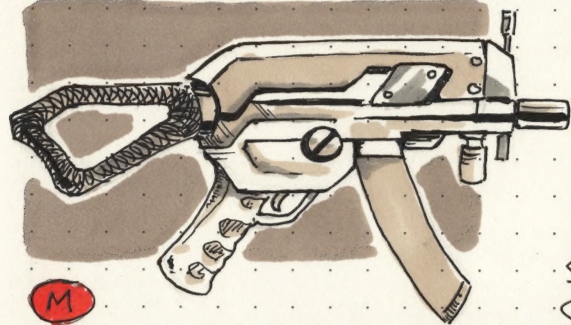
The camera scrolls different
on 2 Player Mode.



Put your Bravest
warrior up front.
They'll have their work
cut out for them.

Press ▼ A to drop
down to a lower
tier.

THE ARMORY - INTERCEPT ENEMY WEAPONS & USE THEM AGAINST THEM!



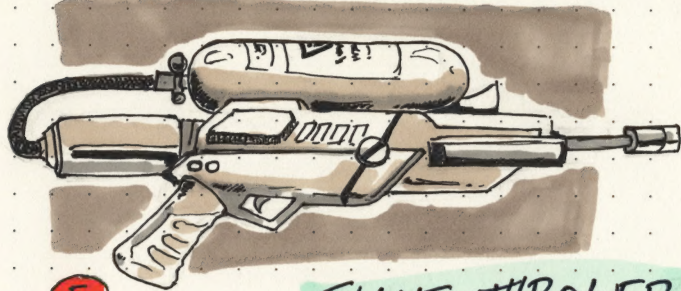
MACHINE GUN

Heavy duty fire power that will mop up most Alien scum. Super reliable in all situations.



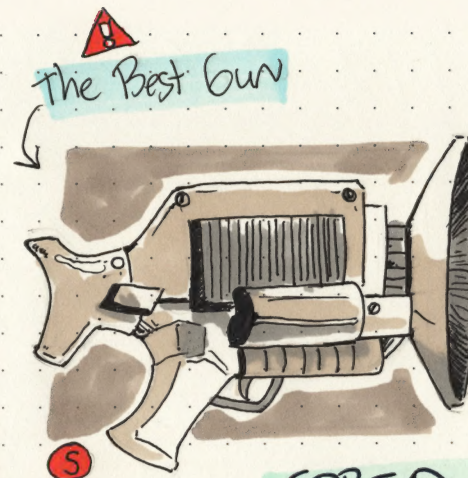
LASER GUN

Concentrated energy beam harnessing the same power that fuels the Gulag. Top fire for cool Sabre action.



FLAME THROWER

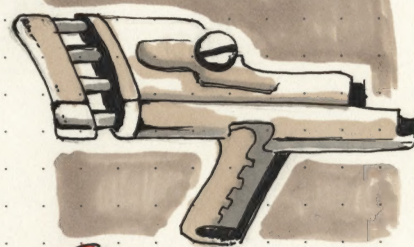
Fry Red Falcon with a spirical blast of red hot love. Tough to use, so maybe grab it in a pinch.



The Best Gun

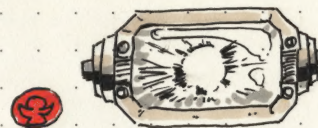
SPREAD GUN

Who knows what Red Falcon was thinking when they built this, it causes absolute anarchy. The good news is that you can cause the anarchy.



RAPID FIRE

A gun adapter that stacks onto the current weapon & doubles fire power of any weapon.



MASS DESTRUCTION

Blow everyone in sight sky high. Mysterious Alien tech makes the wielder invulnerable to detonation.



BARRIER

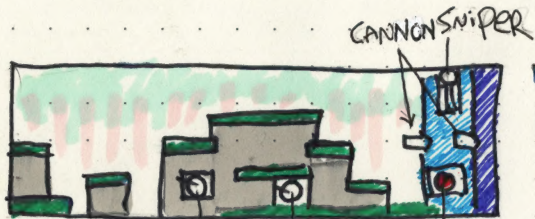
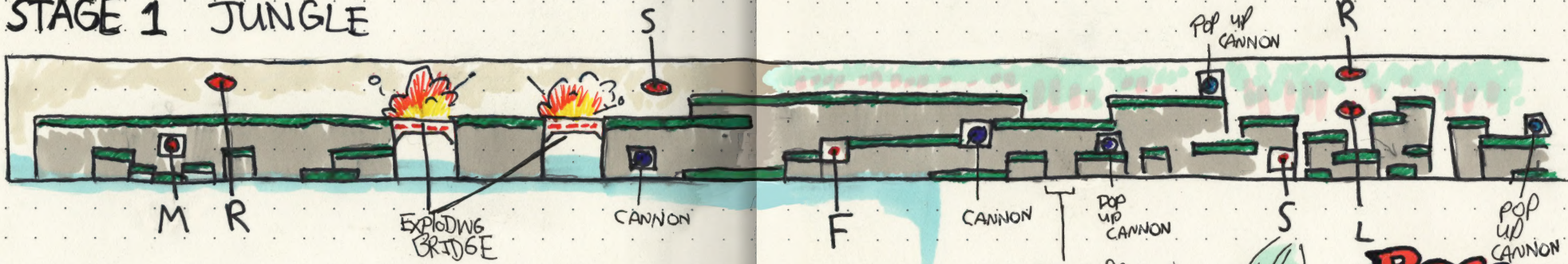
Protects user for a short time. Run through fire, absorb bullets, but don't fall down any holes.

Shoot these



Get weapons

STAGE 1 JUNGLE

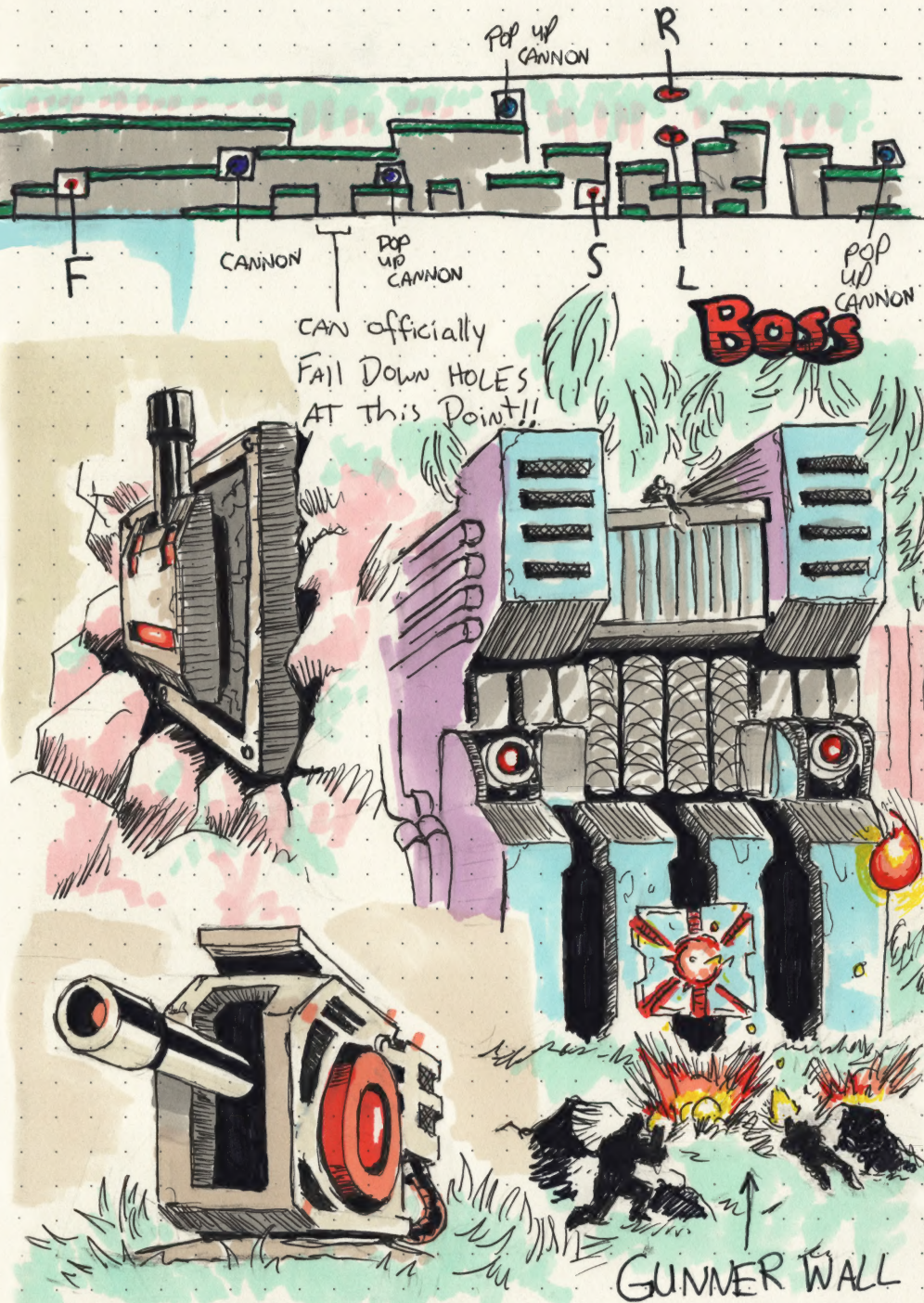


- ▶ Kill SNIPER
- ▶ Destroy CANNONS
- ▶ Shoot WEAK POINT

CANNON CANNON WEAK POINT

RED FALCON

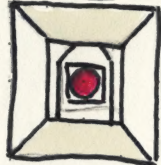
- Meet the Foes that will stand in your way.



STAGE 2 BASE 1

CORE
 CANNON

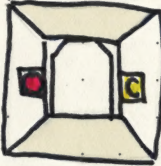
Room 1



ITEMS
R

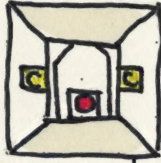
▶ Most Rooms have a red Guy that drops weapons. Wait for the item you want before destroying the core to the Room.

Room 2 ↓

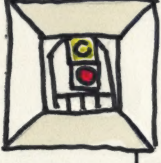


M

Room 3 ↓



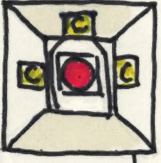
Room 4 ↓



M

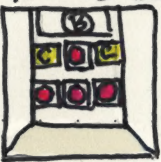
▶ Jump to hit Cannon
 ▶ Rolling pins along floor.
 Crouch & shoot.

Room 5 ↓

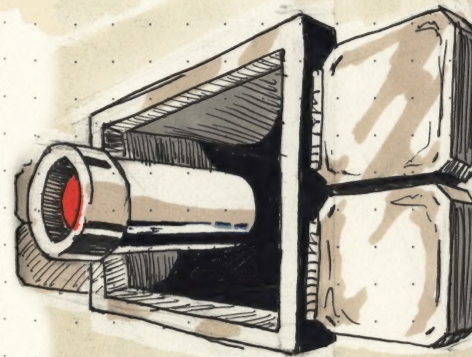
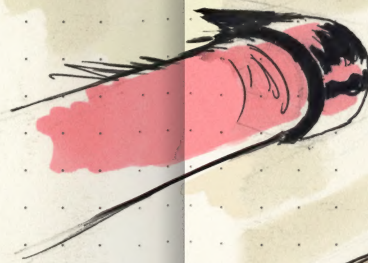
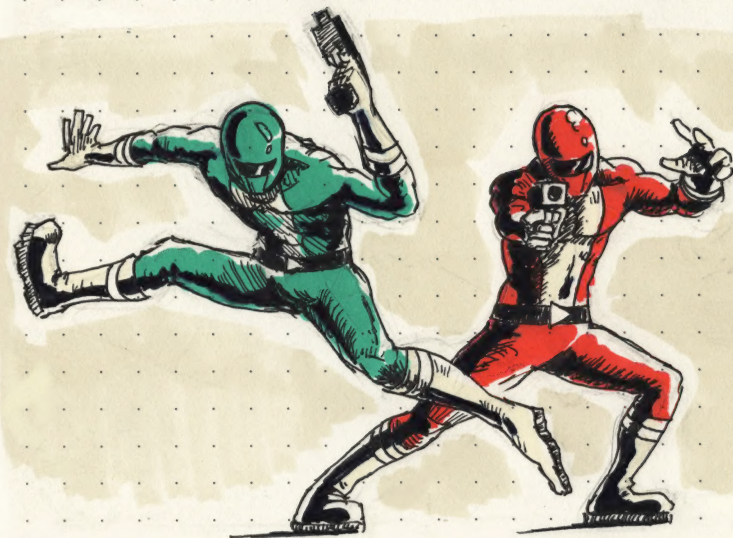


F

Room 6 ↓ Boss



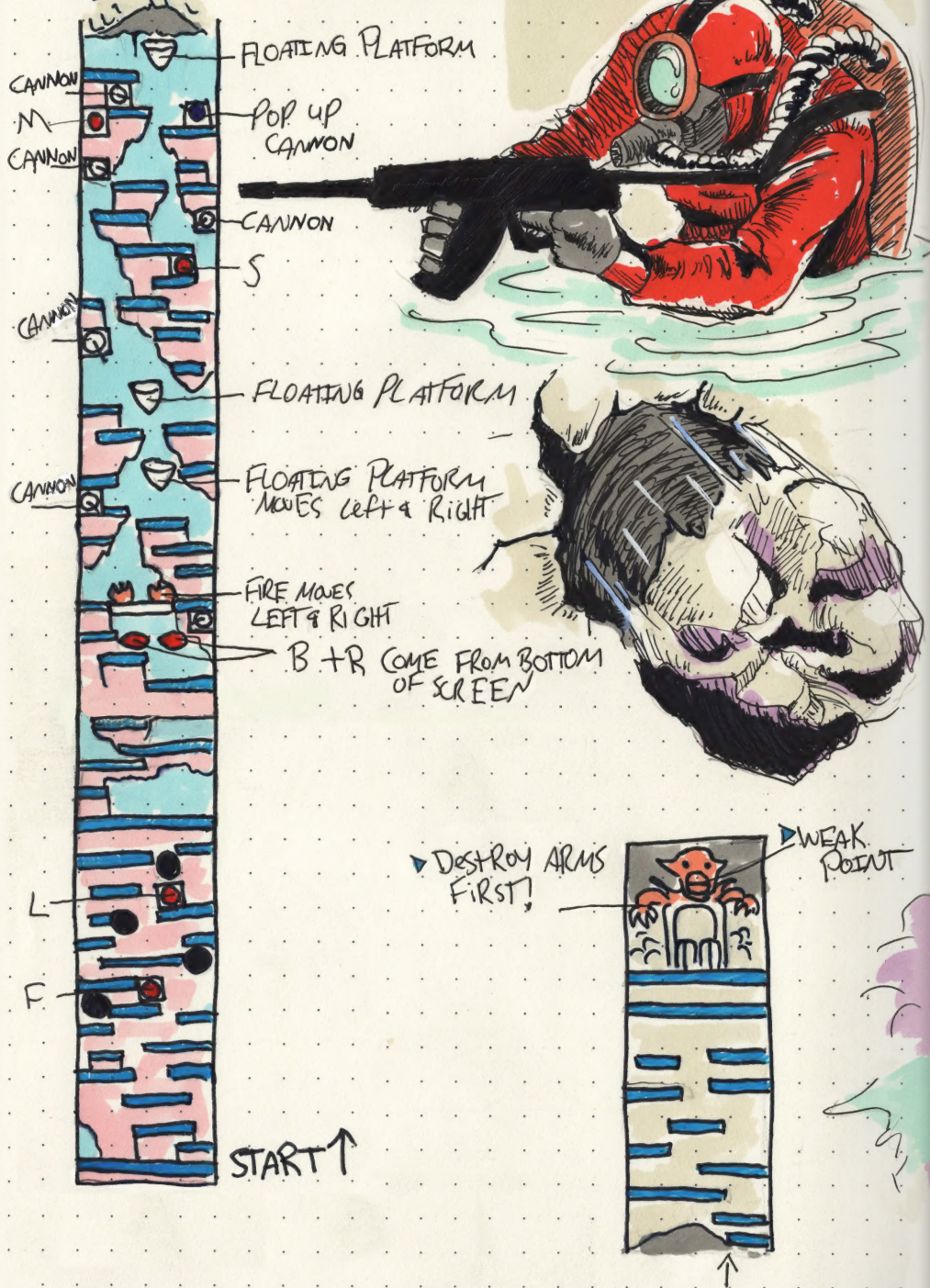
▶ Take out cannons before
 destroying all weak points.
 ▶ Boss doesn't appear until
 weak points are destroyed.



BOSS
GARMAKILMA



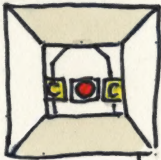
STAGE 3 WATERFALL



STAGE 4 BASE 2

● CORE
 C CANNON

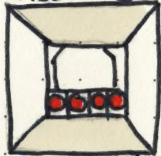
ROOM 1



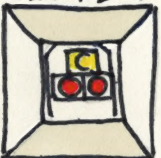
ITEMS

▶ HAVE TO BREAK GLASS
TO SEE WEAK POINT/CORE

ROOM 2

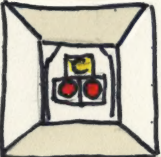


ROOM 3



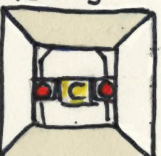
L

ROOM 4



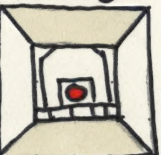
B

ROOM 5



R

ROOM 6



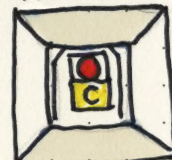
S



BOSS
GODOMUGA

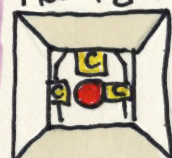


ROOM 7



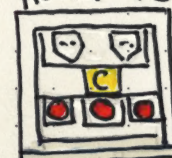
F

ROOM 8



M

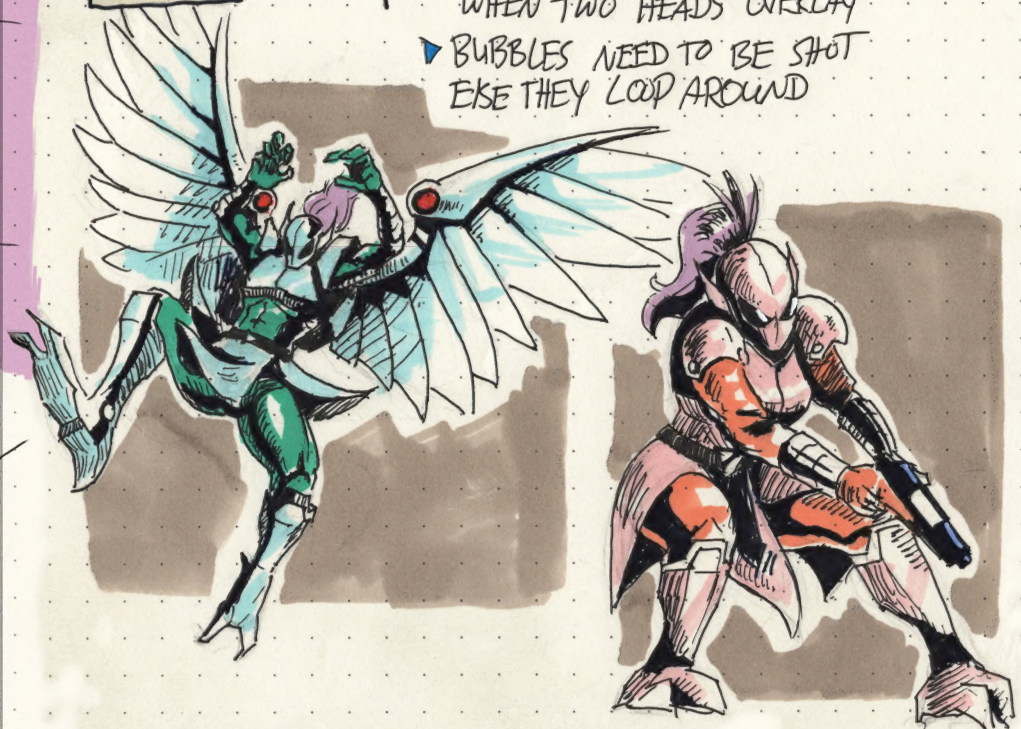
ROOM 9 BOSS



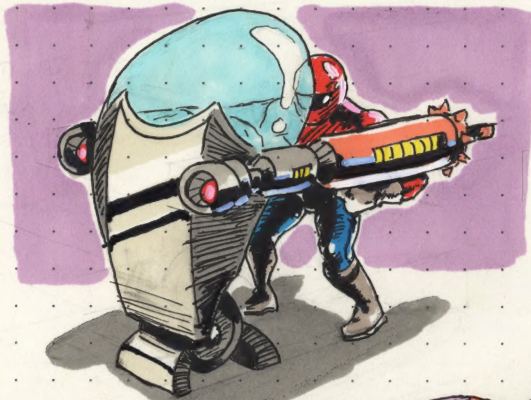
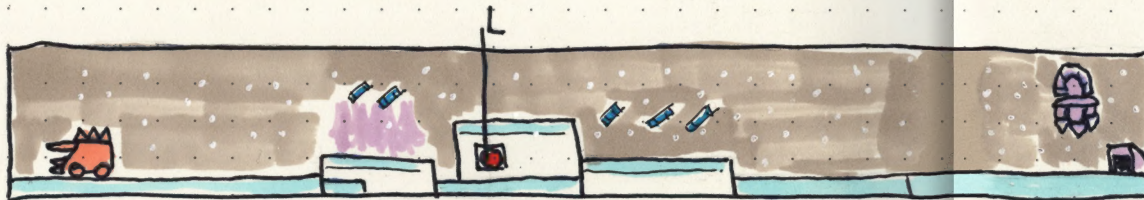
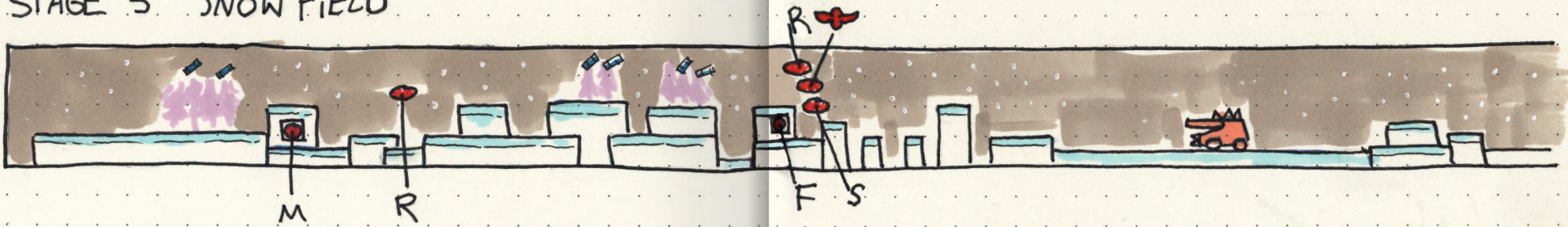
▶ DESTROY CANNON BEFORE
WEAK POINTS

▶ BOSS CAN ONLY BE HURT
WHEN TWO HEADS OVERLAY

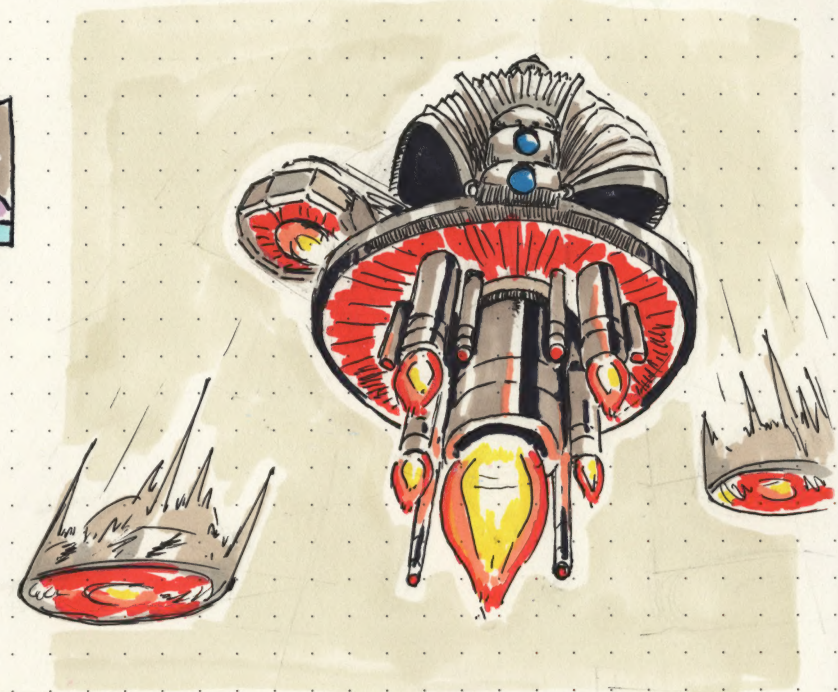
▶ BUBBLES NEED TO BE SHOT
ELSE THEY LOOP AROUND



STAGE 5 SNOW FIELD



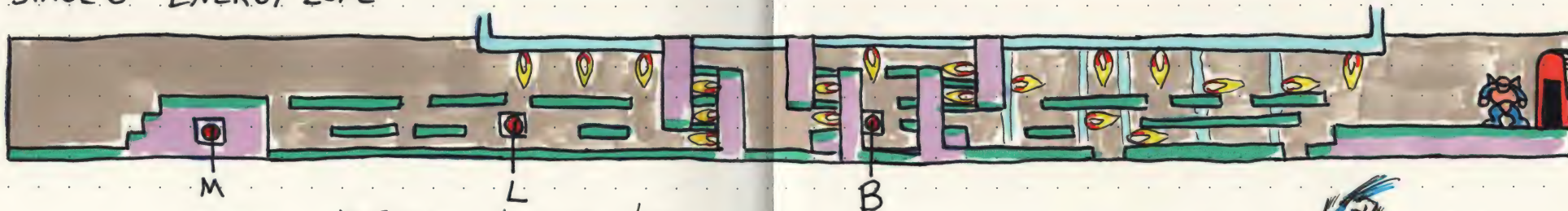
► Stand on far left of screen and fire until truck is destroyed!



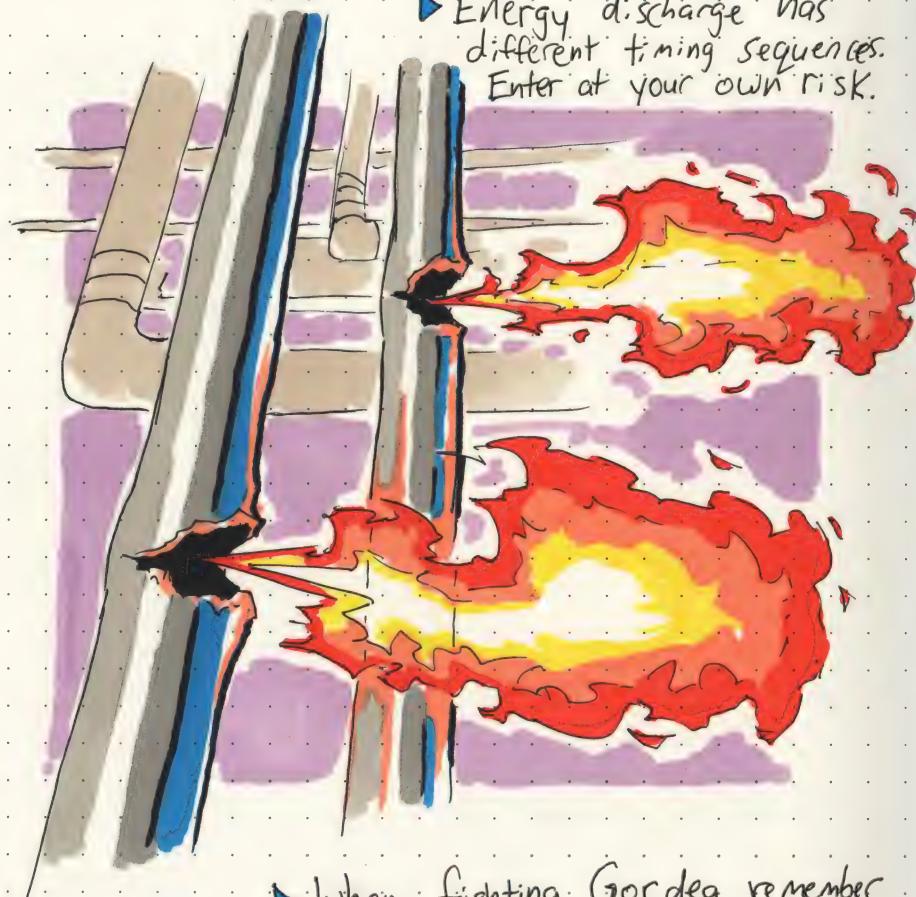
- Shoot the small crafts as they fall.
- With 2 Players, one player should focus only on smaller craft while other player fires at Guldaf.
- Single player must slowly alternate attacks between small crafts & Guldaf

BOSS
GULDAF

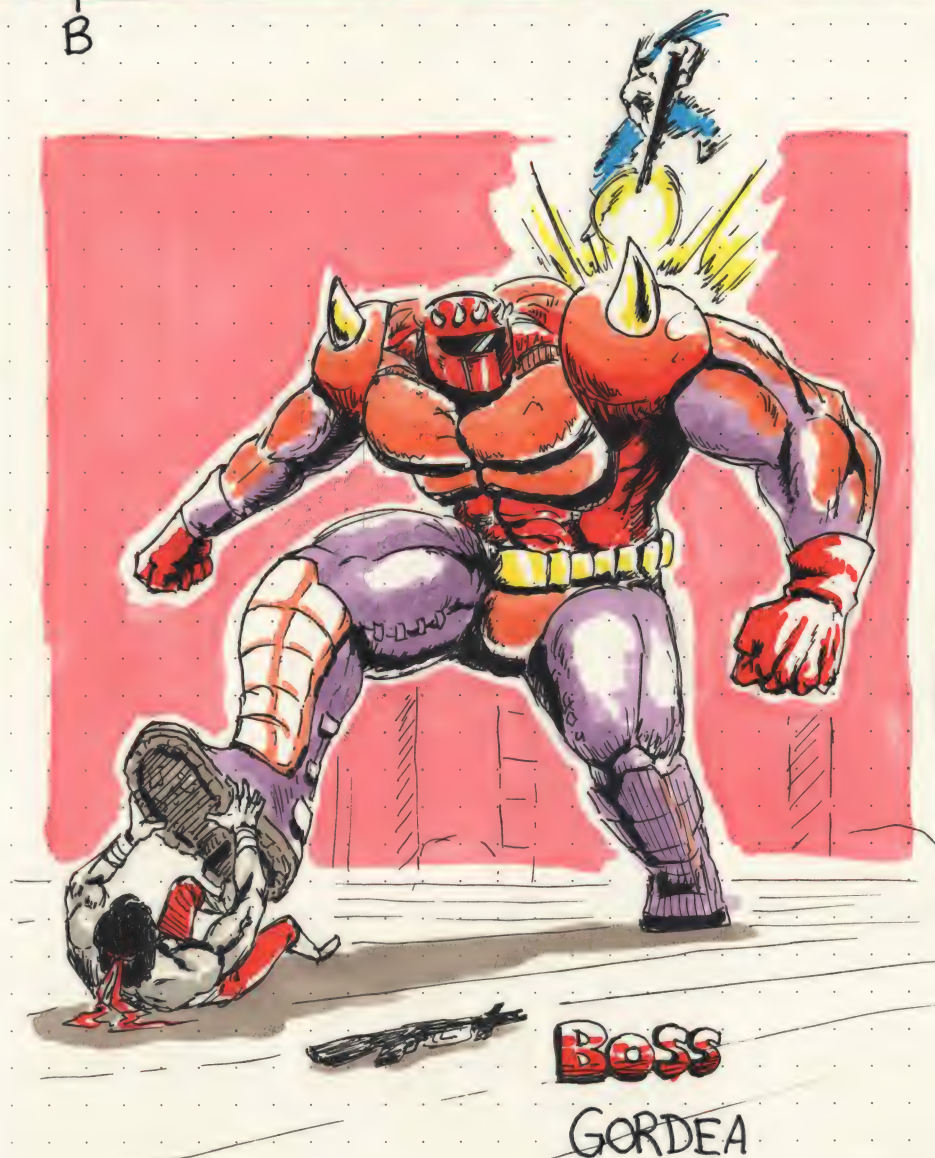
STAGE 6 ENERGY ZONE



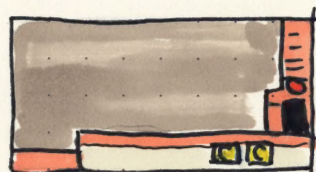
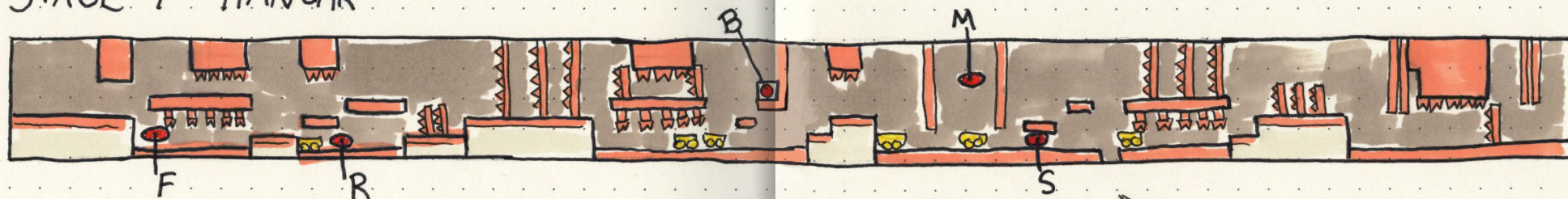
► Energy discharge has different timing sequences. Enter at your own risk.



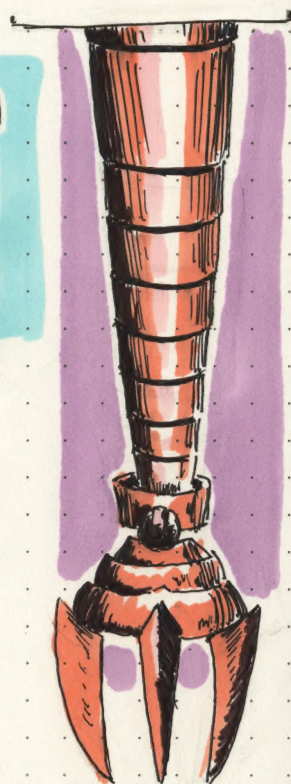
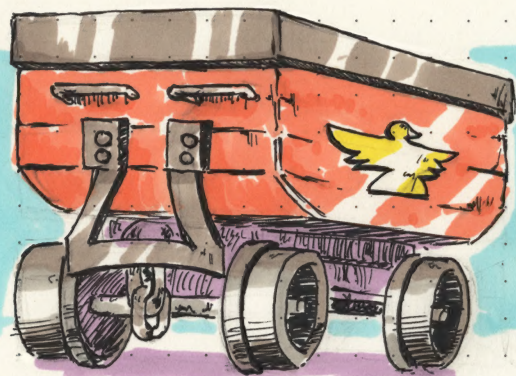
► When fighting Gordea, remember that despite his size that Contra are able to jump over him. →



STAGE 7 HANGAR



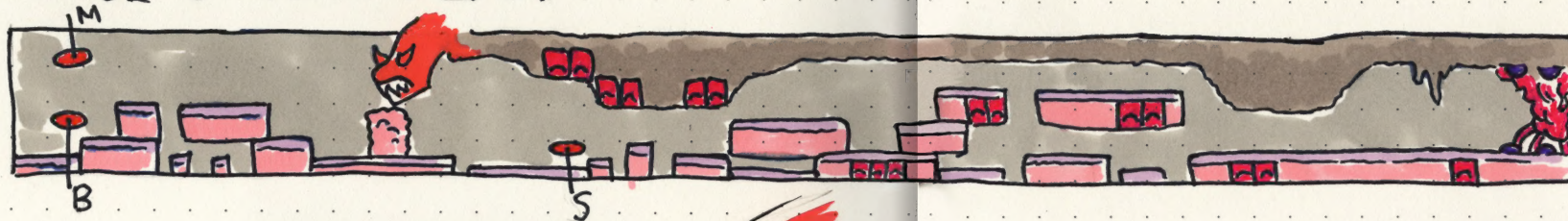
- ▶ The wall's weakness is the glowing orb.
- ▶ Destroy cannons before going for the orb.



- ▶ Contras can ride in a mine cart, but they can also be run over by them. Just destroy them to be safe.
- ▶ These claws will probably kill you a lot.

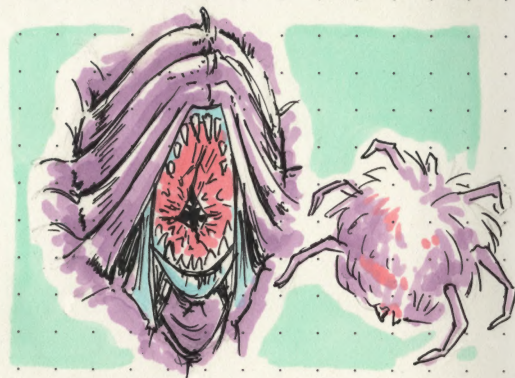


STAGE 8 ALIEN'S LAIR



- ▶ Destroy Java's head. Then enter its Body & go for the heart.
- ▶ Destroy the heart but first kill the alien eggs. Save the damn world! Be brave.

EMPEROR DEMON
DRAGON GOD
JAVA →



BOSS
GOMERAMOS
KING

THE SACRED CODE

Losing too much? Feel defeated?

We've all been there. For 30(!!) lives enter the following CODE at the title screen:

Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start
(select for 2P)

THE FINAL CHALLENGES

Completed Contra but need more? Try these...

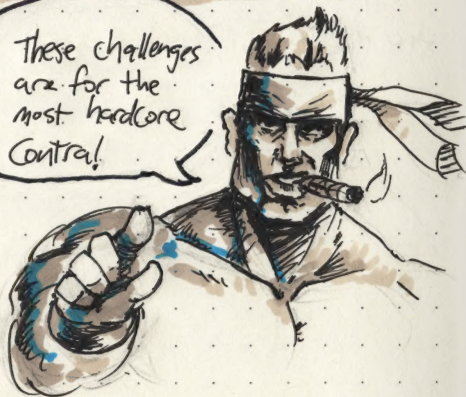
HIGH SCORE RUN

Contra has a max score of 6,553,500 points. Clearing the game once carries your score over & a new hard mode begins. Can you clear the game enough times to max the score? It takes players roughly 3.5 hours to pull this off. Buckle up.

SPEED RUN

How quickly can you clear Contra? The best speed runners can do it in under 10 minutes. Can you?

These challenges are for the most hardcore Contra!



Contra: Presented by Hand-Drawn Game Guides
by Philip Summers @heyphilsummers
www.handdrawinggameguides.com

Thank You!



魂斗羅

CONTRA

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